

## Web 2.0 Collaborative Technologies to Construct Knowledge Using Learner-Created Content Method in a Learning-Centered Approach

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June 1<sup>st</sup>, 2012

What is the goal of education? Is it to repeat and clown ourselves, by forming students who are only capable of learning what we already know, or should we try to help our students to develop creative and innovative minds. The real problem of our educational system is that we are preparing excellent students in passing exams and bringing home high marks. **whereas**, education in the 21<sup>st</sup> century is about preparing our students to live up to their challenges, we live in a century of global community with fierce competition, a century of post-modernity and ICT changing everything around us in a fast pace, a century in which changing learners' learning needs is the only constant thing, a century driven by needs. Education is about critical **thinking**, **innovation** and **empowerment**. "Education is about power – particularly the power of a person to create his/her own future and destiny" (David Deubelbeiss, Statement of Educational Philosophy)

One of the challenges that we are facing is the increased pressure on teachers to deliver content for their students, this often results in lots of handouts, power points and docs. Many Course on Virtual Learning Environment are stuffed full with material with little to do with them other than taking notes

In this experiment, I look forward to be able to explore the effects of utilizing Web 2.0 interactive digital collaborative technologies and learner-created content methodology, to engage learners in web-quests to explore and construct their own knowledge, guided by learning-centered approach.

It is a fusion of two complementary approaches, **collaborative learning** and **learner-created content**. "Enabling students to create their own educational content increases engagement, improves learning, and can result in products of lasting value, and producing other positive educational outcomes." (John Sener)

This method of delivery was introduced to be implemented in ".Organizational Development & Change Mgmt" in the Faculty of Information technology.